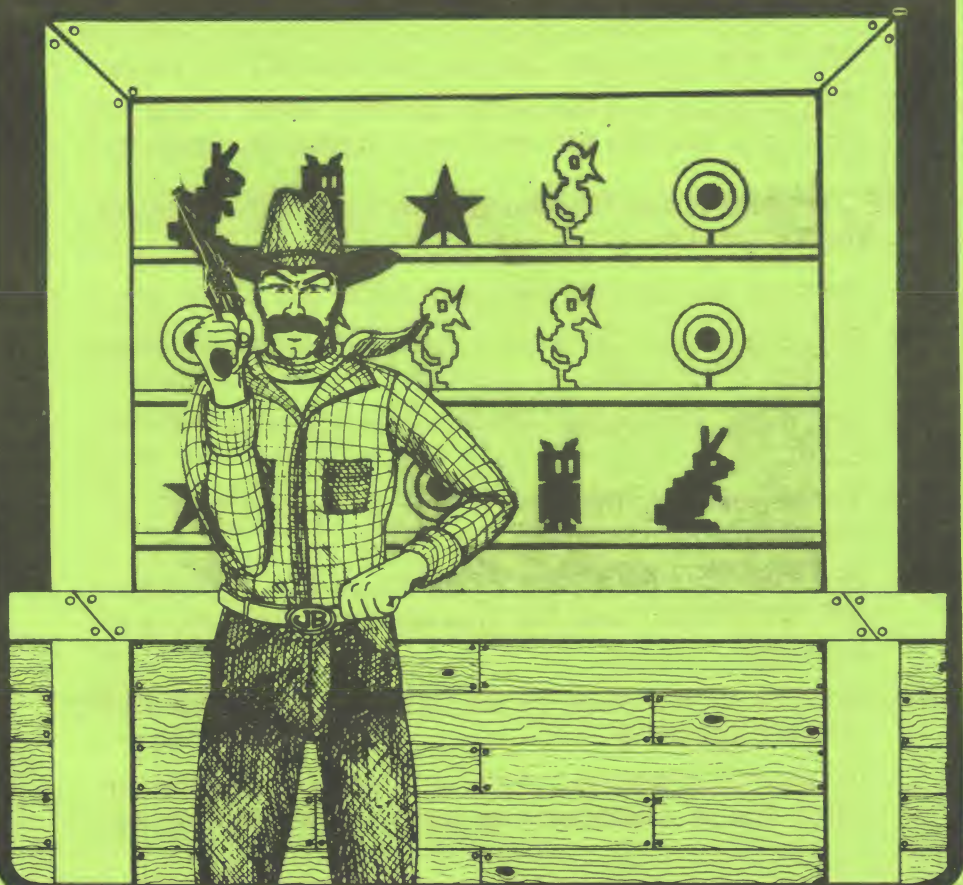# ANALOG SOFTWARE

OPERATING INSTRUCTIONS

SHOOTING GALLERY

SECTION 1: Cassette Loading Instructions

1. This program requires the use of the BASIC cartridge. Make sure it is in place.

2. Insert the tape into the program recorder and be sure it is rewound. Side 'B' is a duplicate of side 'A'.

3. If the computer is on, turn it off.

4. Turn off any disk drives or external devices such as the interface module.

5. Turn the computer on.

6. Push 'PLAY' on the program recorder, then type RUN "C:" (C LOAD WILL NOT WORK), then hit the RETURN key.

7. When the computer 'beeps', hit the RETURN key.

8. The program will run automatically. Refer to the instruction section for more information (section 3).

SECTION 2: If You Encounter Any Problems Loading Your Cassette

1. Be sure the cassette is rewound to the beginning.

2. Remember side 'B' is the same as 'A', if side 'A' fails, try the other side.

3. Be sure you enter RUN"C:", not CLOAD or LOAD"C:".

4. Try forwarding the tape a little to bypass some of the leader at the tape's beginning.

5. Be sure you have 16K or more in the computer. 'PRINT FRE(0)' will tell you how much memory is available.

6. No disk drives must be on or the program will not operate properly.

7. In case of absolute failure, contact your dealer or send for a replacement copy (see section 4).

SECTION 3: Instructions

1. Do not press the BREAK or SYSTEM RESET keys, these will cause the computer to lock-up and loose the program, requiring you to shut off the computer and reload.

2. Use the joystick to move the 'pistol'. The joystick must be plugged into the #1 controller port. The red button must be in the upper left corner. Moving the joystick left moves the pistol left. Moving it right moves the pistol to the right. The button 'shoots' a bullet when pressed.

3. The top row of 'critters' is worth 60 points. The middle row is worth 40, and the bottom row 20.

4. The flying ducks are worth 10 when hit; the bullet will 'pass through' a duck if it is in the middle of changing direction.

5. Pipes are worth the value indicated on the screen. They decrease in value with every shot you take, by 10 points.

6. Stars are worth 10 extra bullets and bull's-eyes are worth 5 extra bullets, but neither are worth points. Unused bullets are worth 50 points each.

7. A round ends when no bullets remain or when you clear the screen (no targets or pipes remaining). Following this you must shoot the bear for extra points. There is no limit to the number of bullets you have to shoot the bear. When you miss, the owls, ducks, etc. will re-appear for another round.

8. The computer will remember the high score until it is shut off.

SECTION 4:

If you encounter difficulties loading this tape, return it to your point of purchase or return it to ANALOG SOFTWARE with the date of purchase.

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